

## Round summary

### 1. Drafting phase (skipped in the last two rounds)

Draft cards by picking one and pass the rest in the direction shown on the Direction card. Repeat this 2 times, discard the last card you didn't pick to the discard pile in the center.

### 2. Play phase

Choose 1 card from the cards you have kept. When all players have chosen a card to play, reveal the cards simultaneously and add it to your tableau. Repeat this once in rounds 1 to 5.

### 3. Clean up phase

Flip the direction card, push the left-most event card up, deal 4 cards to each player unless this was the 7th round.

## Scoring summary



**Shop:** Gain the points listed, minus 5 points for any Expensive symbol not canceled by a Cheap symbol.



**Dine:** 1 point for each Dine symbol, plus 1 for every pair of locations.



**Relax:** 4 points for each pair of Relax symbols. Each Hotel star counts as 1 Relax.



**Photo:** 2 points for each location that matches the listed location. Each Souvenir counts as a location of your choice.



**Amuse:** 1/4/6/8/10 points if you have 1/2/3/4/5 different Amuse symbols. 2 Encounters gives the 5th symbol.



**Goal:** Gain 20 points if you have fulfilled the requirement listed above the arrows.



# Who can get the best vacation in one week?

You've taken the week off, time to get some much needed rejuvenation and to have some fun!

Try to find as many activities that complement each other as possible, matching them to the events of the week, and possibly find a new side of yourself along the way.

The player who managed to get the most fulfilling vacation at the end of the game is the winner!

## Components



64 Experience cards



Score sheets



5 Event cards

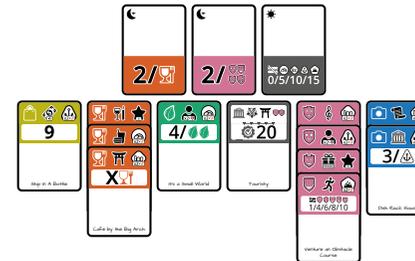


2 Weekend cards



1 Direction card

## Scoring example:



**Shop:** Anna has 1 expensive Shop card, which gives 9 points. But since she has no Cheap symbol to cancel the Expensive effect, she must subtract 5 points from her score, giving her **4 points**.

**Dine:** Anna has 3 Dine cards, giving her 3 Dine symbols. In addition, she also has 3 pairs of Locations, giving her 3 more Dine symbols, for a total of 6 Dine symbols. So each Dine card is worth 6 points, and Anna scores **18 points**.

**Relax:** Anna has only 1 Relax card, however she also has 2 Hotel stars which gives 1 Relax each, for a total of 3 Relax symbols, which means her card is worth **4 points**, as she only got 1 pair.

**Photo:** Anna has 2 Photo cards for 2 different locations. She has 6 locations that match either of those locations. In addition, she also has one souvenir that she scores as one of the locations she has Photo for, giving her  $3 \times 7 = 21$  **points**.

**Amuse:** Anna has collected all 4 different Amuse symbols on her four Amuse cards. In addition, she has two Encounter symbols which gives her the 5th Amuse symbol. This means that each Amuse card is worth 10 points, for a total of **40 points**.

**Goal:** Anna has 1 Goal card, which she has accomplished by having the matching symbols, and none of the crossed-out symbol, in her tableau. This gives her **20 points**.

Finally, the Event cards gives her 2 points for all Dine and Amuse cards, giving her  $7 \times 2 = 14$  points. She has also at least one of each different location, giving her the max points from the Weekend card; **15 points**.

**Total points: 122 points.**

## Special symbols

The following symbols and any bonus they provide does not contribute to Goals or Events, only during the activity scoring.



### Expensive

Subtract 5 points for each Expensive symbol you have in your tableau, when you're scoring **Shop**.

All cards that are Expensive have a bonus; **Dine** and **Relax** cards have double symbols, **Amuse** has a choice of two different **Amuse** symbols that the card can have (you choose one of them when scoring), and **Shop** gives 9 points instead of 5 points.



### Cheap

Each Cheap symbol cancels out one Expensive symbol each, meaning you don't lose points from it.



### Hotel star

Each Star symbol counts as 1 **Relax** symbol when (and only then) scoring **Relax**.



### Souvenir

When scoring **Photos**, you may count your Souvenir symbols as one specific Location.



### Encounter

If you have at least 2 Encounter symbols, you gain a 5th **Amuse** symbol not found on experience cards.



### Location

Each pair of the same Location gives one **Dine** symbol when (and only then) scoring **Dine**.

## Setup

1. Separate the **Direction card**, the **Event cards**, the **Weekend cards**, and the **Experience cards**.
2. Shuffle the **Event cards** and lay them out in a line face down with the cards aligned with each other and the arrow pointing towards the right.
3. Shuffle the two **Weekend cards** and place them face down to the right of the Event cards, continuing the line. From the left, flip up the **3rd**, **5th** and **7th** card in this line.
4. Place the **Direction card** above the face-up Weekend card with the light-side up (showing 1, 3, and 5).
5. Shuffle the **Experience cards**, deal out 4 cards to each player face down and set the deck face down next to the **Direction card**, leaving room for a discard pile next to it. You are now ready to start the first round.

### SETUP WITH 4 PLAYERS



## Object of the game

In Vacation Week, you're trying to collect experiences (represented by the experience cards) that work well with each other. The goal is to have the most well planned vacation (most points), at the end of the game.

## Experience cards

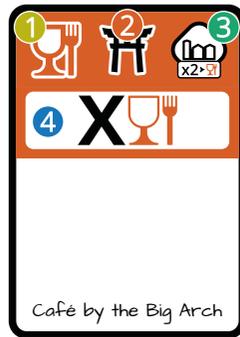
1. The activity for the card which is used for events and scoring.

There are five different activities that you can partake in; Shopping, Dining, Relaxing, Photographing, and Amusement. In addition, there's a sixth kind of experience; Goals.

2. The extra thing that is a part of this experience, like seeing a monument, eating fast food, or not having to pay a lot for it.

There are a total of 12 different Extra symbols in the game. Eight of them are used as requirements for Goals, and the other four gives a special bonus. See **Special symbols** for information about what they do.

3. The location where the experience takes place. There are four main locations that you can visit, as well as staying at the Hotel (shown as a star).
4. The scoring rule that the card provides. Once played, the scoring rule is in effect, and will provide points according to its rule, at the end of the game. The scoring rule is always linked to the activity (see **Activity scoring**).



## Activity scoring

All scoring rules are applied at the end of the game. You gain points for each individual experience card in your tableau.

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**Shop:** You gain the points listed on the card. Shopping cards are either worth 5 points, or 9 points if it's Expensive.

X

**Dine:** You gain 1 point for every Dine symbol you have.

4/

**Relax:** You gain 4 points for every pair of Relax symbols you have. Each contributing symbol can only belong to one single pair.

3/

**Photo:** You gain 2 points for each location symbols you have that matches what the card specifies.

1/4/6/8/10

**Amuse:** You gain points based on how many of the five different Amuse symbols you have. Four of these exists on experience cards, the other is gained through other means (see **Special symbols**).

If you have only one of the symbols, you gain 1 point for each Amuse card. If you have 2 different Amuse symbols, you gain 4 points for each Amuse card, and so forth.



**Goal:** If you fulfill the requirement listed above the arrows, you gain the points listed below the arrows. A symbol means you need to have that symbol in your tableau. A crossed-out symbol means that you can't have that symbol in your tableau if you want to score the goal.

## End of the game

After the 7th round is over, use the score sheet to count up each player's points in each category and add it together.

**The player with the most points is the winner!**

**You count the points from the following:**

1. Points from each activity (see **Activity scoring**).
2. Points from the three face up events (see **Event scoring**).

In the event of a tie between two or more players, the player with the most Hotel stars (of the tied players) wins. If there's still a tie, players share victory!

## Event scoring



The **two face-up Event cards** and the **face-up Weekend card** score individually for all players at the end of the game.

The event cards gives **2 points for every Activity symbol** in your tableau that matches the activity on the card.



This weekend card gives points based on how many different location syou have. You gain 5 points for having 2 different locations, 10 points for having 3, and 15 points for having all four locations.

This weekend card gives points based on how many of the same locations you have. You gain 5 points for having 2 of the same, 10 points for having 3, and 15 points for having 4 of the same location.



## Playing a round

In Vacation Week, all players play at the same time at the same pace. The game has **3 phases** in the first five rounds, but only 2 phase in the 6th and 7th (last two) rounds.

In the **Drafting phase** you scout the cards to keep. In the **Play phase** you choose which of the cards to play of the ones you have kept. And finally in the **Clean up phase**, you prepare for the next round.

### 1. Drafting phase

**This phase is skipped in the last two rounds of the game.**

In this phase, you will draft which experience cards you want to keep. All players follow these steps in order:

1. You start with a hand of **4 cards**, of which you choose one card to keep. Place that card in a pile in front of you face down, along with any cards you may have kept from previous rounds (if any). **You may look at these cards at any time.**
2. Pass the rest of the cards face down to the player to the left or right, depending on what the **Direction card** shows, clockwise (left) or counter-clockwise (right).
3. When all players have chosen a card to keep, you take the hand of cards that was passed to you, **choose another card to keep** and place it face down in front of you.
4. **Repeat step 2 to 3 one more time.** You should now have chosen three cards. **The card you didn't choose** is discarded face down into the discard pile at the center of the table, next to the deck of experience cards.

